

RollPlay



GM NOTEBOOK

ISSUE FORTY

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Hello Patrons!

It feels so good to have the company of Dan's notes in this issue. Dan's shared his Ravenclast notes with me, and i've reproduced them here. They're very exciting and hint at a much larger world than we saw in his inaugural DMing endeavour. I've also included some notes from my side of that one-shot, as well as my most recent notes for Far Verona and Court of Swords. The rest of this issue is mainly notes about Balance of Power, but we see the beginning of Swan Song Stories here as well! Hope you enjoy this insight into the behind-the-scenes aspects of GMing for RollPlay.

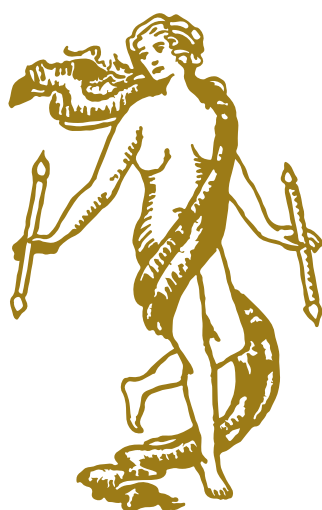
Thank you so much for your support, and welcome to Issue 40 of the GM's Notebook.

Adam Koebel
RollPlay GM



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RAVENCLAST

DM'S NOTES

RAVENCLAST

- Ruled by Vampires - Vampire Language Doavic
- **Tennants**
 - You must Contribute, you must have a use
 - All property and labor belong to the Ebonrock
 - All must pay the Blood Tithe after adulthood
 - Cremation is banned, all corpses are handed over to the Church of Whispers
- "Prison" - The Spire

CHURCH OF WHISPERS

- Xyndoth the Listener - God of Death, Shadow, Secrets, Clarity
- True form is shadow, death releases our body so Our true form may join the dark.
- Sun Eclipsed by Moon, Eyeball in the center
- Also Collects the Dead, and keeps all bodies. No one knows why. Shipments to and from Ravenclast are common.



SANCTA SOLUS

- Worships - Innos God of Light, Honor, Lawfulness, and Justice
- Life comes from the sun to be tested upon the realm. Those who are just and righteous shall return to the light from whence they came upon the day of their judgement.

DWARVEN GOD - CITY OF DUNBRIM

- Torrus the Creator
- Worshiped primarily by the dwarves, this is the god of Creation/Beginnings, Invention, History, and Forethought.
- Creation is a way of maintaining Immortality



“MERCENARY GUILDS”



1. IRON FIST

- Lawful, but arrogant during jobs. Expensive but things get done correctly with minimal consequences.



2. FLAMING ROSE*

- Newly Formed. Untested. Smaller, trying to recruit and establish themselves.



3. SOUL REAPERS

- Cheaper but Chaotic and Bloody. Things are solved but at a cost, Bloodthirsty. Love to KILL sometimes the wrong people.



4. VOID CLOAKS

- Don't value money, they want other forms of payment. More Secretive, heavy magic use. (Necromancer, Illusions Spells, Rogues) Solutions work but often via curses, dark magic, sinister methods that sometimes breed new problems down the road.



PENING SCENE

- Two men in the room, talking anxiously.
- Light a black candle, that summons a cloaked figure
- Kills the person upon learning the bad news
- Says mercenaries are looking for "it"
- Pan out of window, to

AREA OF WORLD: MURKMIRE

- Hills, Forest, Marsh

TOWN: BANE BROOKE

- Baron: Sir Reginald Hollstaff - Does not meet directly with the players.
- Assistant: Master Holm - Assists players
 - Really works for Cloaked Figure from the start

INTERROGATION OF COLLECTOR

- Items hidden in bedroom with sigil on it, will lead them to caravan

SISTERS OF SLAUGHTER AMBUSH

- Escapes at end

HAGS (COVEN)

- Building a Flesh Golem to hold the body of a Dead/Banish being of nature
 - Plants start to grow when summoned, powers don't seem to work, creature is weak
 - Taunts players, free to leave or attack it

RAVENCLAST

PC NOTES

Ravenclast Notes

· the Murkmire, a flooded forest, Bonebrook is a town within.

· we're the Flaming Rose, tryna get up in the world, my sigil is a clock pin

MAX: Kel Sear, centaur warrior

Zeke: Wood elf, Byn (he/him)

JP: Magram, a onearmed dwarfen cleric

· urgent request from the Guild: come find out what's what

Master Holm, the Baron Holstaff

[find the marked box]

Alchemy symbol, means
"powerful sickness"

Court of Swords:

Episode 130

DM Notes

Court of Swords 130

[Survival: 10
Stealth: 4]

and her companion, Lûm, a wind dragon

- the Bloody Scale Revenge Society, and its leader, Kheiu, introduce themselves

they want: to destroy the Mara, the Courts and the Primordials
to rob, pillage and steal to survive
to live unhassled by their enemies (aka everyone)

Kheiu knows
Ramus is an
enemy of her enemies.

- right now: to rob the "emissaries" traveling between the temple

"Ten pillars wants the Court of Coins" * what is the ritual?

FAR

VERONA

GM NOTES

SEASON TWO

EPISODE NINE

Far Verona: So2E09

✓ record the recap

~~11:30~~ | ~~1:00~~

- finish with space bullshit + arrive on Cabina
 - 1) meet NPCs
 - 2) get settled, somewhere
- don't forget: alternate Haley
 - + manchurian trigger, maybe the sound of Teddy Bear's picnic
- review their motivations before the episode
- show tone / themes of Cabina and the next arc
- some action when they arrive:
 - a chance to help out someone in need?
- show off the setting of this next bit, be sci-fi! (more hexagons!)

Act One: close up ship stuff (Christine goes into a fugue state)

Act Two: arrival on Cabina, go with Leanne to Shakti Expeditionary Supplies, see the "back room"

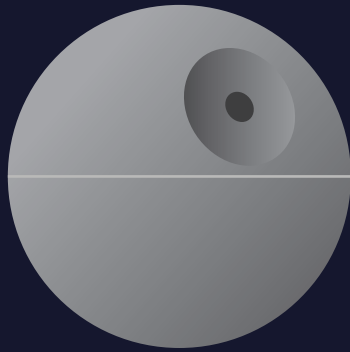
↳ end with Bounty Hunters scoping out the Protect Ya Neck and hassling Captain Szabolski

on Cabina: Johnny Fans (who love him like a rare collectable)
 fake Haley (Sara Starr) who everyone loves already: "Oh, hello Sara"
 clues about Autumn's sister that might endanger the group
 Martyn comes to Cabina...

names: Hugh Plaskett	Trygve Morin	"where's Clavius"	<u>Fornax Metzger Clavius</u>
Renata Foster	California McGreary	↓	
Paulina Amjadh	Apollo Eklund		
Edgar Nylund	Helena Lebeau	Christine's former owner, Eliza is a servant.	
Eileen Fan	Shankar Stirling	Clavius' lover got killed, by Christine.	

Palimpsest Syndrome, a problem with overwritten programming leaking through.

Hugh Plaskett is Cygnus Plaskett Hugh, an exiled noble and former High Church priest, briefly incarcerated in Gleipnir, now helping runaways on Cabina. He used to be a bioarchitect, who specialized in sequencing the DNA of plants (particularly that of orchids).



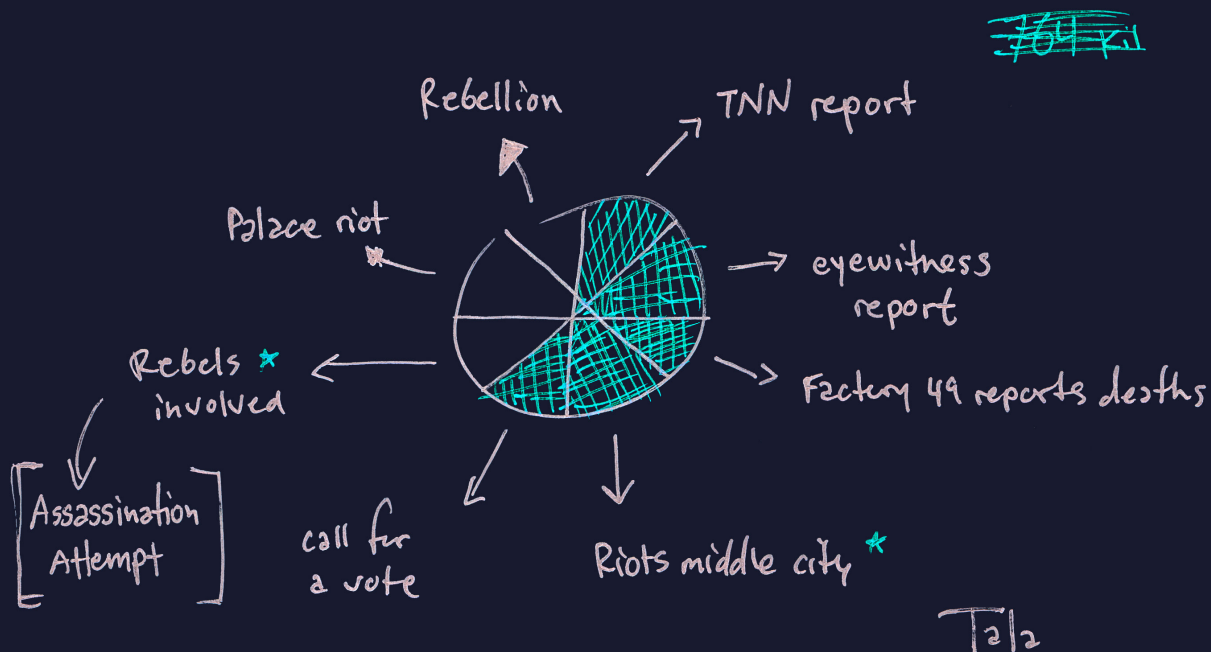
ROLLPLAY PRENTS

BALANCE OF POWER

EPISODE III
DARK SIDE

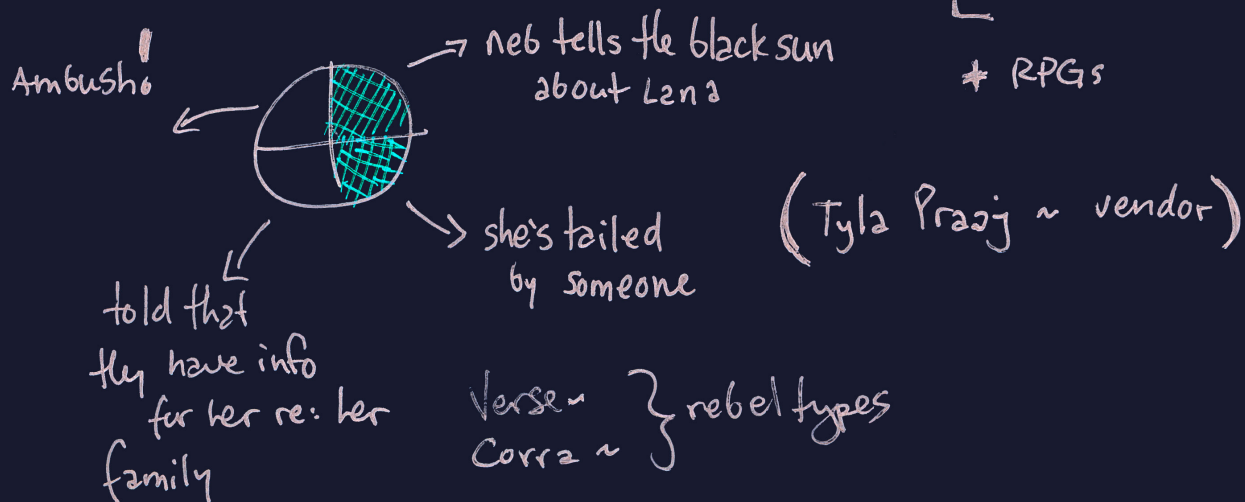
Balance of Power: Dark Side Episode 3

TNN newscaster: Maxim Mardena → the moff claims terrorism
 Factory Owner: Rilen Hardcastle → eyewitness security footage of otto



- Moff Rylcott stays in the district until 2nd tick
- Dade asks Theren about Order 66
- Greenskin and co want proof of Imperial activity

T2/2



- An old bounty, Elar Bile (a Duros) has come back 4 vengeance!

EPIISODE**001**NOTES
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EPIISODE 001 NOTES



SWAN SONG STORIES ep. 1 ~~44~~

1) Series Intro

- the first of a series of short campaigns exploring the hidden corners of Asgard Sigma
- today, we'll take a jump back in time, to a young officer of the Pfotenhauser Society and a bloody vignette of the First Onintzan Civil War

EXT: Night, a burning vehicle, dead bodies. Gunfire and shouting tear the stillness of the desert hills. Crouched behind cover we see THE PCs

"You're pinned down. Royal Occupational Forces has you surrounded and there's no reinforcements on the way. It's only a matter of time before you're captured or killed. What do you do?"

1) The PCs are in the middle of a recon gone wrong, dropped 20km outside the occupied city of Los Cantadas (aka YukiYama Forward Base) with the mission to scope out enemy movement

2) They were ambushed, the enemy knew they were coming and now they're cut off in enemy territory

3/5 [XF2112 → comms]

5/5 PK6778 → Ms. Fate

5/5 SR7123

Priorities

- ① Contact PF command
- ② Complete the mission

① There's a high-rise in Los Cantadas that has satellite uplinks that can be hijacked

② AA guns need destroying before a rescue can be mounted

(Los Hermanos Pfotenhauser)

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EPIISODE 001 NOTES

<b onmouseover=alert('PART 2')>



Encounters in Los Cantadas

Fugazipam

- A patrol of Ashigaru w/ vehicle support
- ~~Local resistance fighters who might (or might not) help~~
- A sniper nest
- Civilians in need of aid
- A Pfotenhauer drop supply crate

5) II

3) III

1)

When Command is contacted:

1) No extraction until LZ clear

2) AA guns need wrecking

3) Security breach a little too clean, someone sold us out, get intel

Mr. Torpedo

AA Guns

maria

- built into a bunker emplacement just outside the main city

(5) (10)

> Cesar Garilan

> Anz Garilan

> Santiago Huertas

~~(5)~~ ~~(5)~~ ~~(5)~~

(5) Cmd Kobayashi

(5)

~~(5)~~

banditos

~~(5)~~ ~~(5)~~
X

6 stealth

X

(5) 2
(5)

2) I

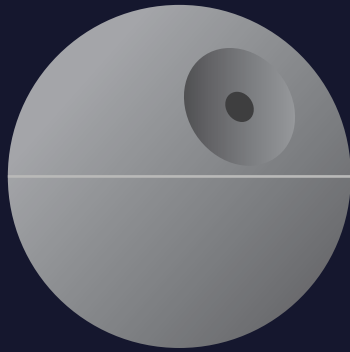
3)

-1x2)

grunts +3 to hit

drones +3 to hit / d6 damage

gunship fires to suppress - all targets in light take 3d6/2 or /4 w/save



ROLLPLAY PRENTS

BALANCE OF POWER

EPISODE IV
DARK SIDE

Balance of Power ~ Dark Side //

* clear pool, re-roll Destiny

how things are:

- 1) Lana Jori is in a rebel holding facility in the middle city
 - 2) Thera'n Tallon is (temporarily) imprisoned in the Moff's dungeon
- Willem Fawkes, ISB contacts Bel Sah on a secured frequency, demanding an update
 - the Rebels interrogate Lana, gently at first, then more aggressively
 - Moff Rylcott the Younger doesn't know how to free Tallon w/out looking foolish
 - the Rebels plan one last assault / try to kill Rylcott and the PCs

dramatis

- Greenskin, leader of the Rebels
- Corporal Nallé, his enforcer
- a dozen rebel troopers
- Moff Dade Rylcott, a young Imperial
- Xel Chamra, loyal assistant
- Neb Plee, a smuggler
- the people of Taris

demolition = sux

≠

Lulu Blastotech

16

Tonight on Imperial Dad

- + the Imperials admitted to killing an innocent woman + blaming her for the factory explosion
- + Thera'n was arrested for it

EPISODE002NOTES
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EPISODE 002 NOTES



SWAN SONG STORIES: Pfotenhauer pt. 2

(25) 3

- ① Get to / clear the government building
- ② Assigned the AA clear mission
- ③ Discover an intelligence leak

dep III / 1 - II /

Para

h x t

w m d

y v j

"the burning tank, troops following the group. Send the cyberninja"

b t e

*hunted by a CYBERNINJA (Yamada)

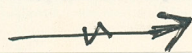
where

Stat that out

draw / map out facility

»

MGS style mission



government office that's been
garrisoned by the Colonial forces

ROLLPLAY PRENTS

BALANCE OF POWER

EPISODE IV LIGHT SIDE

Balance of Power: Light Side week 8 ~ LS 4

- Agent Jallu Primarch, ISB ~ working with Timo Tureen, surveilling Councillor Kalé
- Timo Tureen, knows who the ISB agent is, has access to planetary defense resources, primo target
- Mollo, a trustworthy and well-connected Hutt

① Where will you hide out / find safety? hiding out w/ Mollo

② How will you contact high command?

③ How will you get at Timo Tureen?

* Captain Davin Dassarel says: squeeze Tureen for info about troop moves, etc.

COMPLICATION: Primarch moves on Kalé if he feels threatened

